

BIOSYS

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Release: November Price: TBC Format: PC CD

For immediate release:

Biosys is the first adventure/simulation title to be set in an ecological context.

The player has to negotiate his way through 4 distinctive biomes (Jungle/ Savannah/ Ocean/ Evolution). The objective of the game is to monitor and control the living systems in each of the biomes.

Biosys has an intriguing story based around ecologist Allan Russell whose work as a bio-engineer has led him to develop a solution to the problem of massive deforestation by creating a whole new life form that could process CO2 into oxygen - the bio synthetic synth.

After a series of strange happenings within the Biosphere you become trapped, with the only exit via the last biome which is dead. In order to gain your release you must bring the last biome to life in order to trigger the release hatch. As well as managing your own health you must move quickly as you are not alone.

Developed by Jump Start in consultation with the bio-engineers at Biosphere 4 in Arizona. Biosys is the first game where the player has to manage the complex controls of living ecosystems this will include monitoring CO2 levels, study maps, weather reports, graphs and species data. The player also has the additional challenge of monitoring his own personal simulation: energy, hunger, thirst, temperature and health, which constantly monitors your own ability to do tasks.

Biosys is available from October 1998 and will be available in English, French and German.

Game Features:

- The first realistic real-time biosphere simulation
- Fully rendered, intensely atmospheric and visually stunning environments
- Fully interactive, real-time action
- Intriguing story-line

- Highly complex Artificial Intelligence
- Compelling story driven with topical content based around real-life events
- Exhibited at the biosphere conference in EPCOT Florida in Jan. 98

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